

Nintendo

ENTERTAINMENT SYSTEM

The image is split vertically. On the left is the cover art for the video game "RBI Baseball 2". The cover features a yellow background with the title "RBI 2 BASEBALL" in large blue and red letters. Below the title is the text "INSTRUCTION BOOKLET". At the bottom of the cover is the "Nintendo Entertainment System" logo. On the right is a screenshot from the game showing a baseball player in a white uniform and cap, wearing a glove, catching a ball. The player is positioned over a red base. In the foreground, there is a small, rectangular object with the text "MAJOR LEAGUE BASEBALL PLAYERS" at the top and "MLB" in large red letters, with a graphic of a baseball player below it.

RBI
2
BASEBALL

INSTRUCTION BOOKLET

TENGEN

MAJOR LEAGUE BASEBALL PLAYERS

MLB

TENGEN

MANUFACTURED
BY TENG

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OBJECT OF THE GAME/GAME DESCRIPTION: First there was RBI Baseball. It set the standard as the only baseball game for play on the NES® to use real players and their stats. Now there's RBI Baseball 2. Select one of the 26 pro teams and create any player lineup you want — with 24-player rosters. It's like stepping into the shoes of a real pro with all his stats already under your belt. Feel your adrenaline pumping as you run to steal second base. Hear the roar of the crowd as you hit a home run. It just doesn't get any more real than this!



PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a Tengen game counselor at (408) 433-3999 Monday through Friday from 8:30AM-6:00PM Pacific Time.



PRECAUTIONS: 1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. 2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. 3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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1. INTRODUCTION

R.B.I. BASEBALL 2 simulates real baseball. Most of the rules and strategies of the actual game apply. You must bat, pitch, field, run and substitute players well to achieve success.

Each player in the game has his own strengths and weaknesses based on his real life statistics. For batters, the stats include his position, hitting ability, power, running speed and whether he is right or left handed. For pitchers, the stats include his control, pitching speed and stamina. All the players in R.B.I. Baseball 2 were developed from the 1989 statistics of the actual pros. For example, a player who stole numerous bases and had a high batting average in real life will have a high speed in the game. A player with numerous home runs in real life will have a good power rating in the game. You will learn through experience how to best manage your favorite teams and players.

2. HOW TO START PLAY:

Press START :

1P: Play against the computer.

2P: Competitive play.

Watch: Computer vs. Computer (as if on TV).

Continue: To enter a password.

Options: To select more options.



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Options:

To change the current option setting, press START.

To cycle among options, press SELECT.

Music: *On:* Background music plays during the game.

Off: No background music plays.

Note: The sound effects are always present.

Flash: *On:* The two infielders you have control over flash.
(useful when you are first learning to play).

Off: No fielders flash.

Computer Player: Hard/Easy (how well the computer plays).

Computer Forfeit:

On: The computer forfeits if losing by twelve runs.

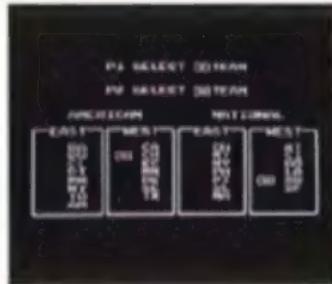
Off: The computer does not forfeit.

Note: A player may forfeit at any time.

Play: Return to the main menu.

To Select Your Teams: Move the cursor with the control pad.

Press the A button to select. Select your computer team this way as well.



Select your team.

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To Select Your Starting Pitcher: Move the cursor up and down with the control pad. Press the A button to select.

Note: You may use up to 5 pitchers per game: 1 starter and 4 relievers or 2 starters and 3 relievers. The first 4 pitchers on your roster are the starters. A starting pitcher may only appear in every other game of a series.



Select your starting pitcher.



Select your starting lineup.

To select your starting line up: Move the cursor with the control pad.

Press the B button to change players.

Press the A button to accept the current lineup.

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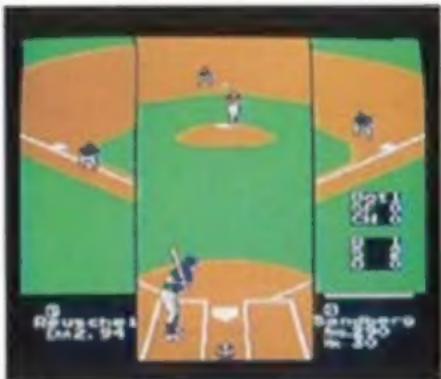
3. OFFENSE CONTROLS

At Bat:

Control Pad: Move the batter's position in batter's box.

A Button: Batter swings bat. Press and hold for a complete swing. To bunt, press and release the button quickly or press SELECT, as described in the following paragraph.

SELECT: Use this button to bunt. Press once and the batter prepares to bunt. If the pitch is a ball, press again and the bat will return to the ready position. If you press too late, a strike will be called.



Base Running Control:

Control Pad:

Up: Runner advances/returns to second base.

Down: Runner advances to home plate.

Left: Runner advances/returns to third base.

Right: Runner returns to first base.

B Button: Base runner advances to the next base. Choose the base you want the runner to run to with the control pad and press the B button. Use the B button to steal bases, for hit and run plays, squeeze plays and to advance extra bases during a play.

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A Button: Base runner returns to the previous base.
Choose the base you want the runner to run to with the control pad and press the A button.

Note: The base runners run as soon as the ball is hit.
When a fly ball is hit, it is up to the player to make all of
the base runners go back to avoid a double or triple play.
After tagging up you may advance to the next base.

Batter Time-Out Options:

(Press START to call time out)

Substitutions: Change a batter or base runner.

Move the cursor to the player you wish to remove from
the lineup. His name appears at the top of the screen
under the word "Replace." Now move the cursor to the
player you wish to insert from the bench. His name appears to the right of the person he is replacing.
To view additional stats press SELECT. Press the A button to substitute and START to not substitute.

Switch Hit: Switch to left or right handed batting. Only batters who are switch hitters may do this.



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Scoreboard: Press the B button to see the scoreboard. On the scoreboard, press SELECT to choose the forfeit option. Press SELECT to change yes or no, then press START to accept.

Play Ball: Return to play.

Instant Replay: See instant replay of the last play. Some plays cannot be viewed by instant replay.

4. DEFENSE CONTROLS

Pitching:

Control pad:

Up: Knuckleball/Sinkerball.

Down: Fastball.

Left: Curveball left.

Right: Curveball right.

No direction: normal speed pitch.

Note: The pitcher can move side to side on the mound before the pitch is thrown by using the control pad.

A Button: Pitches the ball — Press the A button to throw the pitch. On the control pad, press and hold up, down, or neither before you press the A button to decide the speed of the ball. Once the windup starts the speed cannot be changed. After the ball is pitched, you can control the ball by moving the control pad left and right.

B Button: Attempt to pick off a base runner. You may choose which base the pitcher throws to by using the control pad and pressing the B button. If the pitcher is looking at a base, he throws to that base.



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Fielding the Ball:

Control Pad: Moves your fielders —

Up, Down, Left or Right

After the ball is hit, you may dive and jump for the ball. Press either the A or B button when the ball is near you and you will jump or dive. You can jump when the ball is in the air. You can dive when the ball is on the ground (or very near it). Press right or left to control the direction of the dive. By timing this correctly, you can field many balls you would not normally be able to field.

Note: It is possible, though very hard, to make a diving catch. You must wait until the ball is very close to the ground before attempting to dive. Otherwise, you will jump and miss the ball.

A Button: Press the button to throw the ball. The ball will be thrown to the base you select with the control pad. When no base is selected, the ball will be thrown to first base.

B Button: Press the button to run to a base. The fielder will run to the base you select with the control pad. When no base is selected, the fielder will run to first base.



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Errors: Occasionally a fielder will "bubble" the ball, or make a poor throw. Avoid throwing the ball to a base when a fielder has left the position. The chance for errors is based on the team you are using.

Pitcher Time-Out Options:

(Press START to call time out)

New Pitcher: Move the cursor to the desired relief pitcher. Press the A button to do the substitution.

New Fielder: Move the cursor to the player that you wish to remove from the line up. His name appears at the top of the screen, below the word "Replace". Now move the cursor to the player you wish to insert from the bench. His name appears to the right of the person he is replacing. You may view additional stats by pressing SELECT. Press the A button to substitute, START to not substitute.

Scoreboard: Press the B button to see the scoreboard.

Play Ball! Return to play.

Instant Replay: See instant replay of the last play that happened. Some plays cannot be viewed by instant replay.



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5. WATCH MODE:

Watch mode can also be used as a training mode or a manager mode. In this mode, the computer will control the game, but you may participate by using the controller. To manage, let the computer play the game while you substitute players and tell runners to steal bases. To train, let the computer do the difficult fielding while you do the easier fielding.

6. SERIES PLAY:

In a series, a starting pitcher may only appear as often as every other game. Keep this in mind when you are playing a series. If you use all the best starting pitchers in your first game, they will not be available in the second. In two player mode you play a seven game series. In one player mode, you can play a seven game series by choosing one team from the National League and one from the American League or you can play all the teams in the league by choosing two teams from the same league.

7. TIPS:

Pitching:

The starting pitchers have more stamina than the relievers. Always be aware of your pitcher's ability because he gets tired. Keep an eye on the MPH and how much you can move the pitch sideways. The fastball and sinkerball will use more stamina than normal pitches. When pitching to the computer, especially when a power hitter is batting, try not to throw it over the middle of the plate. Using the sinkerball when you have two strikes on the hitter is often a good tactic.

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Fielding:

You should begin to move your fielders as soon as the ball is hit. Get familiar with the starting points of all your fielders so you can react quickly instead of waiting until you see the fielders. When a pop fly is hit, you need to predict where the ball is going to land and move the closest player to that destination. Adjustments should be made based on the shadow of the ball and the tone that indicates the height of the ball.

Batting: Do not stand still in the batter's box. Deceive the pitcher as to where you will be when the ball is thrown.

General: If you replace a fielder with a player that is not from the same position, there will be more errors.

Never talk to your opponent about the last pitch. If he knows what you think about it, that may help him on the next pitch.

When you throw or run with the ball, choose the desired direction with the control pad, then press the A or B button. Do not select a direction, let go, then press the A or B button. You must hold the control pad arrow until after the button is pressed.

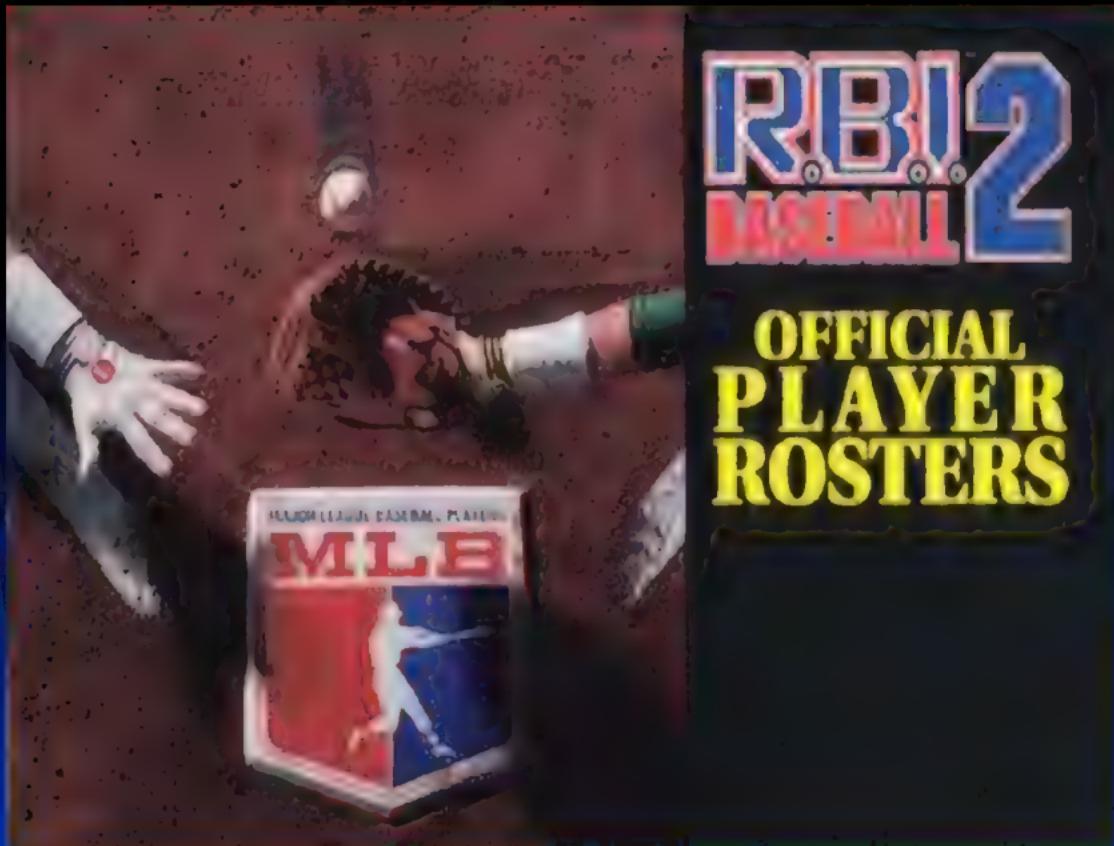
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Video Poster and Stats for
New York, America and on page 2.

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RBI Baseball 2 is the only baseball game for play on the Nintendo Entertainment System™ that uses real players and their actual 1989 stats.

Armed with these numbers, you can make all the decisions a real manager makes. Important information like each player's batting average, speed, and number of home runs will help you decide which players to put on the field to get a real winning combination. You saw how they did in real life. Now see what they can do for you when you manage them.

EXPLANATION OF ABBREVIATIONS

Batters

R-B: Right, L-B: Left, S-B: Switch

AVG: Batting Average

HR: Home Run

SPI: Speed (Player 2 Defeat)

PUS: Position Outfielder Defense

Pitchers

R-B: Left, L-B: Right, S-B: Switch

ERA: earned Run Average

(BA) BALTIMORE

BA - 1989

PLAYER NAME	AB	AVG	HR	SPI	PUS	ERA
Boles	3	.37	11	73	-	4.80
McNamee	3	.37	5	6	-	4.80
C.Ryan	3	.37	11	-	-	4.80
Wells	3	.37	2	6	-	4.80
Hawkins	-	.36	7	-	-	4.80
Murphy	3	.35	1	9	-	4.80
Gibson	3	.35	3	1	0	4.80
Yost	3	.35	5	5	-	4.80
Quinn	-	.34	2	5	0	4.80
White	3	.34	2	13	-	4.80
Moore	3	.33	1	6	0	4.80
F.Taylor	3	.33	3	5	-	4.80
Lynn	3	.32	4	6	1	4.80
Adcock	3	.31	4	1	1	4.80

BA - 1989

PLAYER NAME	AB	AVG	ERA	VARS
W.Lind	3	.19	1.00	bat
Stagg	3	.17	1.00	pitch
Spence	3	.16	1.00	2
W.Smith	3	.15	1.00	pitch
Trouton	3	.15	1.00	3
Anderson	3	.13	1.00	bat
Conroy	3	.12	1.00	pitch
Seabolt	3	.12	1.00	pitch
DeMoss	3	.12	1.00	pitch
Hayward	3	.10	1.00	pitch

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(CA) CALIFORNIA

PLAYER #	NAME	AVG	RB	SB	HR	RBI	FULL NAME
1	John	.275	13	3	1	12	Johns
2	Mike	.245	12	11	0	10	Mike
3	Tom	.265	14	5	0	10	Tom
4	Bob	.271	12	5	3	10	Bob
5	Sam	.269	11	1	0	8	Sam
6	Steve	.267	12	5	1	9	Steve
7	Mike	.264	4	3	1	7	Mike
8	Tom	.262	12	5	1	10	Tom
9	Mike	.259	13	5	1	10	Mike
10	Sam	.257	11	5	0	8	Sam
11	Mike	.257	12	5	1	10	Mike
12	Bob	.257	12	5	1	10	Bob
13	John	.255	10	4	1	9	John
14	Mike	.255	12	5	1	10	Mike
15	Mike	.253	10	4	1	9	Mike
16	Mike	.251	10	4	1	9	Mike
17	Mike	.249	10	4	1	9	Mike
18	Mike	.248	10	4	1	9	Mike
19	Mike	.247	10	4	1	9	Mike
20	Mike	.246	10	4	1	9	Mike

(CH) CHICAGO (NATIONAL)

PLAYER #	NAME	AVG	RB	SB	HR	RBI	FULL NAME
1	Bob	.300	50	5	12	60	Walter
2	Tom	.287	41	33	9	41	Tom
3	Mike	.285	42	2	1	30	Mike
4	Sam	.280	30	10	10	30	Sam
5	John	.278	31	7	1	27	John
6	Mike	.275	29	5	1	27	Mike
7	Sam	.272	27	4	1	27	Sam
8	Bob	.270	26	2	4	27	Bob
9	Tom	.269	26	1	1	27	Tom
10	Mike	.267	26	1	1	27	Mike
11	Mike	.265	26	1	1	27	Mike
12	Mike	.263	26	1	1	27	Mike
13	Mike	.262	26	1	1	27	Mike
14	Mike	.261	26	1	1	27	Mike
15	Mike	.260	26	1	1	27	Mike
16	Mike	.258	26	1	1	27	Mike
17	Mike	.257	26	1	1	27	Mike
18	Mike	.256	26	1	1	27	Mike
19	Mike	.255	26	1	1	27	Mike
20	Mike	.254	26	1	1	27	Mike

PLAYER #	NAME	AVG	RB	SB	FULL NAME
1	Mike	.275	15	5	Mike
2	Tom	.255	14	5	Tom
3	Mike	.270	15	5	Mike
4	Bob	.254	16	5	Bob
5	Mike	.250	15	5	Mike
6	Mike	.255	15	5	Mike
7	Mike	.255	15	5	Mike
8	Mike	.254	15	5	Mike
9	Mike	.254	15	5	Mike
10	Mike	.254	15	5	Mike
11	Mike	.254	15	5	Mike
12	Mike	.254	15	5	Mike
13	Mike	.254	15	5	Mike
14	Mike	.254	15	5	Mike
15	Mike	.254	15	5	Mike

PLAYER #	NAME	AVG	RB	SB	FULL NAME
1	Mike	.315	55	10	Mike
2	Mike	.298	44	10	Mike
3	Mike	.297	45	10	Mike
4	Mike	.295	45	10	Mike
5	Mike	.293	45	10	Mike
6	Mike	.291	45	10	Mike
7	Mike	.289	45	10	Mike
8	Mike	.287	45	10	Mike
9	Mike	.285	45	10	Mike
10	Mike	.283	45	10	Mike
11	Mike	.281	45	10	Mike
12	Mike	.279	45	10	Mike
13	Mike	.277	45	10	Mike
14	Mike	.275	45	10	Mike
15	Mike	.273	45	10	Mike
16	Mike	.271	45	10	Mike
17	Mike	.269	45	10	Mike
18	Mike	.267	45	10	Mike
19	Mike	.265	45	10	Mike
20	Mike	.263	45	10	Mike

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(AT) ATLANTA

BATTERS

PLAYER ALIAS	HAND	AVG	RBI	SHR	POS	FULL NAME
McAuley	L	.01	1	10	0	McAuley
Stephan	R	.277	3	7	1	Stephan
Murphy	R	.221	20	5	0	Murphy
Lewis	R	.312	21	12	0	Lewis
Wells	R	.213	13	8	-	Wells
Blaser	R	.273	12	8	-	Blaser
Perry	L	.252	4	9	-	Perry
Davis	R	.163	4	4	-	Davis
Reyno	R	.265	2	8	0	Reyno
Jones	L	.251	1	5	0	Jones
Gregg	L	.243	6	8	0	Gregg
Evans	R	.207	11	5	-	Evans
Russell	R	.186	2	5	-	Russell
Gill	R	.171	9	0	-	Gill

PLAYERS

PLAYER ALIAS	HAND	ERA	FULL NAME
Game	L	3.68	Game
Shultz	R	2.98	Shultz
Johns	R	3.12	Johns
W. Scott	R	4.72	W. Scott
Fenton	R	4.25	Fenton
Terry	R	3.15	Terry
Robins	R	3.14	Robins
Around	R	2.96	Around
Conrad	L	1.50	Conrad
Aspin	R	2.57	Aspin

(BD) BOSTON

BATTERS

PLAYER ALIAS	HAND	AVG	RBI	SHR	POS	FULL NAME
Eric	R	.333	12	12	0	Eric
Sogn	L	.310	3	5	1	Sogn
Travis	R	.285	26	5	0	Travis
Frosty	R	.277	30	5	1	Frosty
Stevens	R	.300	14	3	0	Stevens
Lee	R	.288	1	5	1	Lee
Hugh	R	.300	3	5	1	Hugh
Carter	R	.303	4	4	0	Carter
Horner	R	.274	1	5	0	Horner
Allen	R	.257	1	5	1	Allen
Kerr	R	.256	1	5	1	Kerr
Rox	R	.234	1	5	0	Rox
Flaherty	R	.222	2	5	0	Flaherty
Garrett	R	.217	4	5	0	Garrett

PLAYERS

PLAYER ALIAS	HAND	ERA	FULL NAME
Ortiz	R	1.13	Ortiz
Bordich	R	4.00	Bordich
Dunton	R	3.98	Dunton
St. John	R	4.95	St. John
Smith	R	1.57	Smith
Stanley	R	4.88	Stanley
Lampe	R	7.0	Lampe
Murphy	L	2.74	Murphy
Kurt	R	2.67	Kurt
Price	R	1.15	Price

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(CH) CHICAGO (AMERICAN)

BATTERS

PLAYER ABBR	HAND	Avg	HR	SPD	POS	FULL NAME
Gurrieri	L	.253	1	14	1	Gurrieri
Martinez	R	.300	5	6	1	Martinez
Fisk	R	.293	13	5	C	Fisk
Calderon	R	.286	14	7	0	Calderon
Johnson	L	.300	0	10	0	Johnson
Gallagher	R	.266	1	6	0	Gallagher
Lyons	L	.264	2	8	1	Lyons
Fletcher	R	.253	1	6	1	Fletcher
Williams	R	.274	3	6	1	Williams
Kirkukce	R	.264	3	5	C	Kirkukce
Sosa	R	.257	4	7	0	Sosa
Boston	L	.252	5	7	0	Boston
Pasqua	L	.248	11	6	0	Pasqua
Walker	L	.210	5	5	1	Walker

PITCHERS

PLAYER ABBR	HAND	ERA	FULL NAME
Perez	R	5.01	Perez
King	R	3.39	King
Hibbard	L	3.21	Hibbard
Dulson	R	4.46	Dulson
Patterson	R	4.52	Patterson
Hillegas	R	4.74	Hillegas
Long	R	3.92	Long
Pall	R	3.31	Pall
Thigpen	R	3.76	Thigpen
Rosenberg	R	4.94	Rosenberg

(MT) MONTREAL

BATTERS

PLAYER ABBR	HAND	Avg	HR	SPD	POS	FULL NAME
Raines	R	.286	9	16	0	Raines
Wallach	R	.277	13	6	1	Wallach
Brooks	R	.268	14	7	0	Brooks
Galaraga	R	.257	23	9	1	Galaraga
Da Martinez	L	.274	3	12	0	Da Martinez
Santovera	R	.250	5	5	C	Santovera
Owen	S	.233	6	6	1	Owen
Foley	L	.229	7	5	1	Foley
W. Johnson	S	.272	2	5	1	W. Johnson
Garcia	R	.271	3	6	1	Garcia
Hudler	R	.245	6	12	1	Hudler
Fitzgerald	R	.238	7	6	C	Fitzgerald
Aldrete	L	.221	1	5	0	Aldrete
Nixon	S	.217	0	16	0	Nixon

PITCHERS

PLAYER ABBR	HAND	ERA	FULL NAME
DeMaitiz	R	3.18	De Maitiz
B. Smith	R	2.84	B. Smith
Gross	R	4.38	Gross
Perez	R	3.31	Perez
Langston	R	2.18	Langston
Burke	R	2.55	Burke
Hesketh	L	5.77	Hesketh
Frey	R	5.48	Frey
McGahigan	R	4.68	McGahigan
Z. Smith	R	3.49	Z. Smith

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(CI) CINCINNATI

BATTERS

PLAYER ABBR	HAND	Avg	HR	SPO	POS	FULL NAME
Larue	R	.342	4	9	1	Larue
O'Neill	L	.276	15	12	0	O'Neill
Bengtson	S	.245	17	6	1	Bengtson
Davis	R	.281	34	12	0	Davis
Humes	R	.263	7	9	0	Humes
Gately	R	.263	8	6	C	Gately
Salv	R	.260	6	9	1	Salv
Sester	S	.246	1	4	1	Sester
Willingham	L	.251	3	9	0	Willingham
Duncan	S	.248	3	8	1	Duncan
Quinn	S	.244	12	9	1	Quinn
Collins	S	.236	0	7	0	Collins
Reed	L	.223	3	5	C	Reed
Youngblood	R	.212	3	6	0	Youngblood

PITCHERS

PLAYER ABBR	HAND	ERA	FULL NAME
Browning	L	3.39	Browning
Mather	R	3.83	Mather
Leary	R	3.52	Leary
Rijo	R	2.84	Rijo
Dibble	R	2.69	Dibble
Chammon	I	2.93	Chammon
Jackson	L	5.60	Jackson
France	L	3.10	France
Souder	R	4.49	Souder
Britton	R	3.75	Britton

(CL) CLEVELAND

BATTERS

PLAYER ABBR	HAND	Avg	HR	SPO	POS	FULL NAME
Brantley	S	.299	5	9	1	Brantley
Smith	R	.372	13	6	1	Smith
Evans	R	.215	18	7	0	Snyder
Carter	R	.243	35	9	0	Carter
O'Brien	L	.254	12	6	1	O'Brien
Ferman	R	.238	3	6	1	Ferman
Clark	L	.231	8	5	0	Clark
Adams	R	.32	3	6	C	Adams
Jones	R	.306	4	6	0	Jones
Kammisa	R	.237	8	10	0	Kammisa
Skinner	R	.241	1	5	C	Skinner
Bell	R	.225	7	6	1	Bell
McDowell	L	.222	3	11	C	McDowell
Aguayo	R	.175	1	5	1	Aguayo

PITCHERS

PLAYER ABBR	HAND	ERA	FULL NAME
Sawyer	L	3.37	Sawyer
Cardilli	R	3.18	Cardilli
Blak	L	3.96	Blak
Ford	R	3.63	Ford
D.Jones	R	2.34	D.Jones
Yan	R	5.00	Yan
Baines	L	4.28	Baines
Orsi	LS	2.08	Orsi
Olin	R	3.75	Olin
Atherton	R	4.15	Atherton

Nintendo

ENTERTAINMENT SYSTEM

(KC) KANSAS CITY

NAME	NUMBER	HITS	AVG	HR	RUN	SL.	NAME
SHAW	25	9	.31	1	10	1	Howard
WILL	25	1	.00	0	0	2	Tate
LELAND	8	26	.33	6	3	3	James
ELIAS	8	28	.32	10	0	4	Lewis
JOEY	8	28	.32	10	0	5	John
JOHN	8	28	.32	10	0	6	Shane
SCOTT	8	28	.32	10	0	7	Jesse
WHITE	8	28	.32	10	0	8	Mike
WHITE	8	28	.32	10	0	9	Mark
WHITE	8	28	.32	10	0	10	Steve
WHITE	8	28	.32	10	0	11	Tom
WHITE	8	28	.32	10	0	12	Tim
WHITE	8	28	.32	10	0	13	Willie
WHITE	8	28	.32	10	0	14	Willy
WHITE	8	28	.32	10	0	15	Winn
WHITE	8	28	.32	10	0	16	Witt
WHITE	8	28	.32	10	0	17	Zane
WHITE	8	28	.32	10	0	18	Zane
WHITE	8	28	.32	10	0	19	Zane
WHITE	8	28	.32	10	0	20	Zane
WHITE	8	28	.32	10	0	21	Zane
WHITE	8	28	.32	10	0	22	Zane
WHITE	8	28	.32	10	0	23	Zane
WHITE	8	28	.32	10	0	24	Zane
WHITE	8	28	.32	10	0	25	Zane
WHITE	8	28	.32	10	0	26	Zane
WHITE	8	28	.32	10	0	27	Zane
WHITE	8	28	.32	10	0	28	Zane
WHITE	8	28	.32	10	0	29	Zane
WHITE	8	28	.32	10	0	30	Zane
WHITE	8	28	.32	10	0	31	Zane
WHITE	8	28	.32	10	0	32	Zane
WHITE	8	28	.32	10	0	33	Zane
WHITE	8	28	.32	10	0	34	Zane
WHITE	8	28	.32	10	0	35	Zane
WHITE	8	28	.32	10	0	36	Zane
WHITE	8	28	.32	10	0	37	Zane
WHITE	8	28	.32	10	0	38	Zane
WHITE	8	28	.32	10	0	39	Zane
WHITE	8	28	.32	10	0	40	Zane
WHITE	8	28	.32	10	0	41	Zane
WHITE	8	28	.32	10	0	42	Zane
WHITE	8	28	.32	10	0	43	Zane
WHITE	8	28	.32	10	0	44	Zane
WHITE	8	28	.32	10	0	45	Zane
WHITE	8	28	.32	10	0	46	Zane
WHITE	8	28	.32	10	0	47	Zane
WHITE	8	28	.32	10	0	48	Zane
WHITE	8	28	.32	10	0	49	Zane
WHITE	8	28	.32	10	0	50	Zane
WHITE	8	28	.32	10	0	51	Zane
WHITE	8	28	.32	10	0	52	Zane
WHITE	8	28	.32	10	0	53	Zane
WHITE	8	28	.32	10	0	54	Zane
WHITE	8	28	.32	10	0	55	Zane
WHITE	8	28	.32	10	0	56	Zane
WHITE	8	28	.32	10	0	57	Zane
WHITE	8	28	.32	10	0	58	Zane
WHITE	8	28	.32	10	0	59	Zane
WHITE	8	28	.32	10	0	60	Zane
WHITE	8	28	.32	10	0	61	Zane
WHITE	8	28	.32	10	0	62	Zane
WHITE	8	28	.32	10	0	63	Zane
WHITE	8	28	.32	10	0	64	Zane
WHITE	8	28	.32	10	0	65	Zane
WHITE	8	28	.32	10	0	66	Zane
WHITE	8	28	.32	10	0	67	Zane
WHITE	8	28	.32	10	0	68	Zane
WHITE	8	28	.32	10	0	69	Zane
WHITE	8	28	.32	10	0	70	Zane
WHITE	8	28	.32	10	0	71	Zane
WHITE	8	28	.32	10	0	72	Zane
WHITE	8	28	.32	10	0	73	Zane
WHITE	8	28	.32	10	0	74	Zane
WHITE	8	28	.32	10	0	75	Zane
WHITE	8	28	.32	10	0	76	Zane
WHITE	8	28	.32	10	0	77	Zane
WHITE	8	28	.32	10	0	78	Zane
WHITE	8	28	.32	10	0	79	Zane
WHITE	8	28	.32	10	0	80	Zane
WHITE	8	28	.32	10	0	81	Zane
WHITE	8	28	.32	10	0	82	Zane
WHITE	8	28	.32	10	0	83	Zane
WHITE	8	28	.32	10	0	84	Zane
WHITE	8	28	.32	10	0	85	Zane
WHITE	8	28	.32	10	0	86	Zane
WHITE	8	28	.32	10	0	87	Zane
WHITE	8	28	.32	10	0	88	Zane
WHITE	8	28	.32	10	0	89	Zane
WHITE	8	28	.32	10	0	90	Zane
WHITE	8	28	.32	10	0	91	Zane
WHITE	8	28	.32	10	0	92	Zane
WHITE	8	28	.32	10	0	93	Zane
WHITE	8	28	.32	10	0	94	Zane
WHITE	8	28	.32	10	0	95	Zane
WHITE	8	28	.32	10	0	96	Zane
WHITE	8	28	.32	10	0	97	Zane
WHITE	8	28	.32	10	0	98	Zane
WHITE	8	28	.32	10	0	99	Zane
WHITE	8	28	.32	10	0	100	Zane

(NY) NEW YORK (NATIONAL)

NAME	NUMBER	HITS	AVG	HR	RUN	SL.	NAME
MURKIN	1	27	.27	10	1	1	McDonald
EDDIE	1	26	.12	2	1	2	James
ZACH	1	25	.25	5	0	3	Shane
JOHN	1	25	.25	5	1	4	Jesse
WHITE	1	25	.25	5	1	5	Mike
WHITE	1	25	.25	5	1	6	Mark
WHITE	1	25	.25	5	1	7	Steve
WHITE	1	25	.25	5	1	8	Tim
WHITE	1	25	.25	5	1	9	Tom
WHITE	1	25	.25	5	1	10	David
WHITE	1	25	.25	5	1	11	Steve
WHITE	1	25	.25	5	1	12	Mike
WHITE	1	25	.25	5	1	13	Mark
WHITE	1	25	.25	5	1	14	Steve
WHITE	1	25	.25	5	1	15	David
WHITE	1	25	.25	5	1	16	Steve
WHITE	1	25	.25	5	1	17	Mike
WHITE	1	25	.25	5	1	18	Mark
WHITE	1	25	.25	5	1	19	Steve
WHITE	1	25	.25	5	1	20	David
WHITE	1	25	.25	5	1	21	Steve
WHITE	1	25	.25	5	1	22	Mike
WHITE	1	25	.25	5	1	23	Mark
WHITE	1	25	.25	5	1	24	Steve
WHITE	1	25	.25	5	1	25	David
WHITE	1	25	.25	5	1	26	Steve
WHITE	1	25	.25	5	1	27	Mike
WHITE	1	25	.25	5	1	28	Mark
WHITE	1	25	.25	5	1	29	Steve
WHITE	1	25	.25	5	1	30	David
WHITE	1	25	.25	5	1	31	Steve
WHITE	1	25	.25	5	1	32	Mike
WHITE	1	25	.25	5	1	33	Mark
WHITE	1	25	.25	5	1	34	Steve
WHITE	1	25	.25	5	1	35	David
WHITE	1	25	.25	5	1	36	Steve
WHITE	1	25	.25	5	1	37	Mike
WHITE	1	25	.25	5	1	38	Mark
WHITE	1	25	.25	5	1	39	Steve
WHITE	1	25	.25	5	1	40	David
WHITE	1	25	.25	5	1	41	Steve
WHITE	1	25	.25	5	1	42	Mike
WHITE	1	25	.25	5	1	43	Mark
WHITE	1	25	.25	5	1	44	Steve
WHITE	1	25	.25	5	1	45	David
WHITE	1	25	.25	5	1	46	Steve
WHITE	1	25	.25	5	1	47	Mike
WHITE	1	25	.25	5	1	48	Mark
WHITE	1	25	.25	5	1	49	Steve
WHITE	1	25	.25	5	1	50	David
WHITE	1	25	.25	5	1	51	Steve
WHITE	1	25	.25	5	1	52	Mike
WHITE	1	25	.25	5	1	53	Mark
WHITE	1	25	.25	5	1	54	Steve
WHITE	1	25	.25	5	1	55	David
WHITE	1	25	.25	5	1	56	Steve
WHITE	1	25	.25	5	1	57	Mike
WHITE	1	25	.25	5	1	58	Mark
WHITE	1	25	.25	5	1	59	Steve
WHITE	1	25	.25	5	1	60	David
WHITE	1	25	.25	5	1	61	Steve
WHITE	1	25	.25	5	1	62	Mike
WHITE	1	25	.25	5	1	63	Mark
WHITE	1	25	.25	5	1	64	Steve
WHITE	1	25	.25	5	1	65	David
WHITE	1	25	.25	5	1	66	Steve
WHITE	1	25	.25	5	1	67	Mike
WHITE	1	25	.25	5	1	68	Mark
WHITE	1	25	.25	5	1	69	Steve
WHITE	1	25	.25	5	1	70	David
WHITE	1	25	.25	5	1	71	Steve
WHITE	1	25	.25	5	1	72	Mike
WHITE	1	25	.25	5	1	73	Mark
WHITE	1	25	.25	5	1	74	Steve
WHITE	1	25	.25	5	1	75	David
WHITE	1	25	.25	5	1	76	Steve
WHITE	1	25	.25	5	1	77	Mike
WHITE	1	25	.25	5	1	78	Mark
WHITE	1	25	.25	5	1	79	Steve
WHITE	1	25	.25	5	1	80	David
WHITE	1	25	.25	5	1	81	Steve
WHITE	1	25	.25	5	1	82	Mike
WHITE	1	25	.25	5	1	83	Mark
WHITE	1	25	.25	5	1	84	Steve
WHITE	1	25	.25	5	1	85	David
WHITE	1	25	.25	5	1	86	Steve
WHITE	1	25	.25	5	1	87	Mike
WHITE	1	25	.25	5	1	88	Mark
WHITE	1	25	.25	5	1	89	Steve
WHITE	1	25	.25	5	1	90	David
WHITE	1	25	.25	5	1	91	Steve
WHITE	1	25	.25	5	1	92	Mike
WHITE	1	25	.25	5	1	93	Mark
WHITE	1	25	.25	5	1	94	Steve
WHITE	1	25	.25	5	1	95	David
WHITE	1	25	.25	5	1	96	Steve
WHITE	1	25	.25	5	1	97	Mike
WHITE	1	25	.25	5	1	98	Mark
WHITE	1	25	.25	5	1	99	Steve
WHITE	1	25	.25	5	1	100	David

Nintendo

ENTERTAINMENT SYSTEM

(HO) HOUSTON

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Attribut	Typ	Wert	Einheit	Unit	Beschreibung
Size	float	1.0	None	Size	Dimensionless
Volume	float	1.0	None	Volume	Dimensionless
Radius	float	2.0	None	Radius	Dimensionless
Centroid	float	5.0	None	Centroid	Dimensionless
Area	float	2.0	None	Area	Dimensionless
IsConvex	float	1.0	None	IsConvex	Boolean
IsFilled	float	1.0	None	IsFilled	Boolean
Perimeter	float	4.0	None	Perimeter	Dimensionless
Width	float	2.0	None	Width	Dimensionless
Height	float	2.0	None	Height	Dimensionless

(DT) DETROIT

SA_100s	RANKING	RAND	ACT	CD	PTC	PDS	FULL NAME
100+	1	92	-	-	77	0	Pete
90-99	2	87	-	-	5	1	Donald
80-89	3	85	81	-	-	1	Mark
70-79	4	82	35	-	-	1	Wilson
60-69	5	80	8	5	5	0	Tom
50-59	6	78	5	3	3	1	James
40-49	7	76	3	3	3	1	Jones
30-39	8	74	1	3	3	0	John
20-29	9	72	-	3	3	1	Mike
10-19	10	70	-	3	3	1	Robert
0-9	11	68	-	3	3	1	Sam
SA_100s	12	66	-	3	3	0	Steve
SA_100s	13	64	-	3	3	0	John
SA_100s	14	62	-	3	3	0	Mike
SA_100s	15	60	-	3	3	0	Bob
SA_100s	16	58	-	3	3	0	Steve
SA_100s	17	56	-	3	3	0	John
SA_100s	18	54	-	3	3	0	Mike
SA_100s	19	52	-	3	3	0	Bob
SA_100s	20	50	-	3	3	0	Steve
SA_100s	21	48	-	3	3	0	John
SA_100s	22	46	-	3	3	0	Mike
SA_100s	23	44	-	3	3	0	Bob
SA_100s	24	42	-	3	3	0	Steve
SA_100s	25	40	-	3	3	0	John
SA_100s	26	38	-	3	3	0	Mike
SA_100s	27	36	-	3	3	0	Bob
SA_100s	28	34	-	3	3	0	Steve
SA_100s	29	32	-	3	3	0	John
SA_100s	30	30	-	3	3	0	Mike
SA_100s	31	28	-	3	3	0	Bob
SA_100s	32	26	-	3	3	0	Steve
SA_100s	33	24	-	3	3	0	John
SA_100s	34	22	-	3	3	0	Mike
SA_100s	35	20	-	3	3	0	Bob
SA_100s	36	18	-	3	3	0	Steve
SA_100s	37	16	-	3	3	0	John
SA_100s	38	14	-	3	3	0	Mike
SA_100s	39	12	-	3	3	0	Bob
SA_100s	40	10	-	3	3	0	Steve
SA_100s	41	8	-	3	3	0	John
SA_100s	42	6	-	3	3	0	Mike
SA_100s	43	4	-	3	3	0	Bob
SA_100s	44	2	-	3	3	0	Steve
SA_100s	45	0	-	3	3	0	John

卷之三

NAME	AGE	SEX	STATE	NAME
John	21	M	Mass.	John
Maria	24	F	Mass.	Maria
Albert	38	M	Mass.	Albert
Eliza	34	F	Mass.	Eliza
Frank	22	M	Mass.	Frank
Grace	26	F	Mass.	Grace
Walter	45	M	Mass.	Walter
Henry	36	M	Mass.	Henry
Hannah	32	F	Mass.	Hannah
Harold	29	M	Mass.	Harold

Nintendo

ENTERTAINMENT SYSTEM

(MM) MINNESOTA

(PH) PHILADELPHIA

RATINGS		MAC	Avg	#R	SPO	POS	FULL NAME
Dynas	1	217	7	14	0	1	Dynes
OTL	2	198	2	9	1	1	OTL
Tech	3	221	15	13	1	1	Tech
Champs	4	250	25	0	0	0	9. Champs
Nash	5	105	0	6	0	1	Nash
J. H.	6	202	12	6	1	1	J. H.
C. H.	7	217	1	6	1	1	C. H.
Carroll	8	207	1	6	1	1	Carroll
Smith	9	204	8	6	1	1	Smith
Carl	10	222	2	6	1	1	Carl
All	11	243	4	7	1	1	All
Morris	12	213	2	0	0	1	Morris
Brown	13	177	1	6	1	1	Brown

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PERIOD NUMBER	NAME	ERA	NAME
4-1-2	I	SBU	Noboru
4-1-3	R	ISU	Shigeo
4-1	I	174	Yoshi
4-2-40	P	321	Akemi
4-2-40	P	344	Mitsuru
Reiwa 30	R	407	Tomomi
Reiwa	-	547	Makoto
One	R	482	Yuki
One	-	540	Atsushi
Genesys	R	400	Kazuya

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PLAYER NAME	HAND	MA	MIN. NAME
Isreal	R	3.44	Isreal
Lynn	R	3.12	Lynn
Fritz	L	4.04	Fritz
Murphy	R	4.20	Murphy
Ward	R	3.30	Ward
McMurtry	RSS	1.88	McMurtry
Erica	R	3.50	Erica
Carroll	R	3.95	Carroll
McDonald	S	4.05	McDonald
Steve	L	5.24	Steve

Nintendo

ENTERTAINMENT SYSTEM

(LA) LOS ANGELES

NAME	TYPE	CLASS	LEVEL	HP	SPC	PPS	ATT. NAME
Raven	Dragon	Dragon	1	1	1	1	Red Raven
Griffon	Dragon	Dragon	1	1	1	1	Blue Griffon
Wyvern	Dragon	Dragon	1	1	1	1	Yellow Wyvern
Dragon	Dragon	Dragon	1	1	1	1	Green Dragon
Phoenix	Dragon	Dragon	1	1	1	1	White Phoenix
Dragon	Dragon	Dragon	1	1	1	1	Black Dragon
Dragon	Dragon	Dragon	1	1	1	1	Blue Dragon
Dragon	Dragon	Dragon	1	1	1	1	Red Dragon
Dragon	Dragon	Dragon	1	1	1	1	Yellow Dragon
Dragon	Dragon	Dragon	1	1	1	1	Green Dragon
Dragon	Dragon	Dragon	1	1	1	1	White Dragon
Dragon	Dragon	Dragon	1	1	1	1	Black Dragon
Dragon	Dragon	Dragon	1	1	1	1	Blue Dragon
Dragon	Dragon	Dragon	1	1	1	1	Red Dragon
Dragon	Dragon	Dragon	1	1	1	1	Yellow Dragon
Dragon	Dragon	Dragon	1	1	1	1	Green Dragon
Dragon	Dragon	Dragon	1	1	1	1	White Dragon
Dragon	Dragon	Dragon	1	1	1	1	Black Dragon
Dragon	Dragon	Dragon	1	1	1	1	Blue Dragon
Dragon	Dragon	Dragon	1	1	1	1	Red Dragon
Dragon	Dragon	Dragon	1	1	1	1	Yellow Dragon
Dragon	Dragon	Dragon	1	1	1	1	Green Dragon
Dragon	Dragon	Dragon	1	1	1	1	White Dragon
Dragon	Dragon	Dragon	1	1	1	1	Black Dragon
Dragon	Dragon	Dragon	1	1	1	1	Blue Dragon

(MW) MILWAUKEE

P = 0.0

Country	NAME	PER.	PER.
Austria	H.	1.22	5.00
Belgium	H.	1.31	5.75
Denmark	H.	1.45	5.00
U.S.A.	H.	1.53	5.10
Portugal	H.	1.59	5.00
Switzerland	H.	1.59	5.00
Finland	H.	1.59	5.00
Ireland	H.	1.61	5.00
Germany	H.	1.77	5.00
Spain	H.	1.83	5.00
U.S.S.R.	H.	1.84	5.00

$\alpha_1 \approx 0.5$

Nintendo

ENTERTAINMENT SYSTEM

(OK) OAKLAND

(PI) PITTSBURGH

PLAYER ABBR	RAND	AVG	RBI	HR	RDS	RIS	RG	NAME
Reynolds	S	.291	8	12	0	0	0.000	Reynolds
Shoemaker	S	.291	2	5	0	0	0.000	Shoemaker
Smith	L	.282	4	14	0	0	0.000	Smith
Stevens	L	.282	24	8	1	1	0.000	Stevens
van Dijk	L	.265	9	10	0	0	0.000	van Dijk
Ward	R	.255	2	10	1	1	0.000	Ward
Wicker	R	.251	4	12	1	1	0.000	Wicker
Zelazny	R	.250	-	4	0	0	0.000	Zelazny
Williams	-	.245	-	6	0	0	0.000	Williams
Wood	R	.243	0	13	0	0	0.000	Wood
Yost	-	.241	2	4	1	1	0.000	Yost
Zapata	N	.239	0	10	0	0	0.000	Zapata
Zimmerman	S	.233	1	5	0	0	0.000	Zimmerman
Zorn	S	.205	0	5	1	1	0.000	Zorn

• 1-105
• 1-106

2007	R	3.9	2-xx
2008	R	2.0	3-xx
2009	R	4.0	4-xx
2010	R	10.0	5-xx
2011	R	1.0	6-xx
2012	R	1.0	7-xx
2013	R	1.0	8-xx
2014	R	1.0	9-xx
2015	R	1.0	10-xx
2016	R	1.0	11-xx
2017	R	1.0	12-xx
2018	R	1.0	13-xx

100% 100% 100% 100%

Level	%	X	Range
Stony	.11	20-20	
Shrub	4.41	10-10	
Deciduous	4.46	10-10	
Forest	22	10-10	
Evergreen	9	10-10	
Fog belt	1.47	10-10	
Bare	3.60	10-10	

Nintendo

ENTERTAINMENT SYSTEM

(SD) SAN DIEGO

BATTERS								FIELDERS						
PLAYER	ABR	HG	R	SPD	POS	FULL NAME		PLAYER	ABR	HG	R	SPD	POS	FULL NAME
Gandy	L	12	4	5	C	Gandy		Reynolds	S	311	9	11		Reynolds
McCullough	S	107	3	12	1	McCullough		Levy	A	204	10	10		Levy
Sanchez	S	126	12	9	C	Sanchez		Long		316	21	5		Long
J. Clark	S	10	7	7	1	J. Clark		Howard	A	204	24	6	3	Howard
B. Lewis	S	10	7	7	1	B. Lewis		Taylor	A	207	9	6	3	Taylor
Templer	S	12	1	5	1	Templer		Easter		201	3	6	3	Easter
James	C	143	10	6	C	James		Reynolds		206	15	5	3	Reynolds
Murphy	R	121	8	4	C	Murphy		Flory	R	206	10	4	3	Flory
Darby	C	20	2	0	1	Darby		Coyle	R	204	10	3	3	Coyle
Jackson	C	18	4	6	0	Jackson		Long		204	9	5	3	Long
Thorn	D	105	3	7	1	Thorn		Marshall	R	201	2	9	3	Marshall
Wilson	C	150	2	0	1	Wilson		Shore	R	207	7	6	3	Shore
Poole	R	101	7	8	C	Poole		Conrad	R	206	3	4	3	Conrad
Allen	R	10	2	6	0	Allen		Long		205	1	5	3	Long

POSITIONS	NAME	ERA	FULL NAME
White	200	Alton	
Howe	180	Howe	
Freeman	120	Freeman	
Long	100	Long	
Grant	100	Grant	
Kenn	240	Kenn	
Moore	100	Moore	
Shore	400	Shore	
Schultz	100	Schultz	
Bone	150	Bone	

(SF) SEATTLE

BATTERS								FIELDERS						
PLAYER	ABR	HG	R	SPD	POS	FULL NAME		PLAYER	ABR	HG	R	SPD	POS	FULL NAME
Reynolds	S	311	9	11		Reynolds		Levy	A	204	10	10		Levy
Long		316	21	5		Long		Howard	A	204	24	6	3	Howard
Howard		204	24	6	3	Howard		Taylor	A	207	9	6	3	Taylor
Taylor		207	9	6	3	Taylor		Easter		201	3	6	3	Easter
Easter		206	15	5	3	Easter		Reynolds		206	10	4	3	Reynolds
Flory	R	206	10	4	3	Flory		Coyle	R	204	10	3	3	Coyle
Coyle	R	204	10	3	3	Coyle		Long		204	9	5	3	Long
Long		204	9	5	3	Long		Marshall	R	201	2	9	3	Marshall
Marshall	R	201	2	9	3	Marshall		Shore	R	207	7	6	3	Shore
Shore	R	206	3	4	3	Shore		Conrad	R	206	3	4	3	Conrad
Conrad	R	205	1	5	3	Conrad		Long		205	1	5	3	Long

POSITIONS	NAME	ERA	FULL NAME
Flory	R	151	Flory
Howard	R	149	Howard
Taylor	R	144	Taylor
Easter	R	49	Easter
Reynolds	R	44	Reynolds
Coyle	R	375	Coyle
Long	R	311	Long
Marshall	R	201	Marshall
Shore	R	600	Shore

Nintendo ENTERTAINMENT SYSTEM

SL ST. LOUIS

NAME	PERIOD	TYPE	DIS	AGL	SPE	POS	ALL. NAME
1. 1. 2000	1	200	4	15	5	4	Empress
2. 1. 2000	2	11	17	1	1	1	Princess
3. 1. 2000	3	264	13	8	1	1	Queen
4. 1. 2000	4	200	6	1	1	1	Emperor
5. 1. 2000	5	50	-	-	-	1	King
6.	6	1	-	-	-	-	Emper
7.	7	200	1	+	+	1	Prin
8. 1. 2000	8	200	19	19	3	3	Queen
9. 1. 2000	9	200	4	4	3	3	Emper
10. 1. 2000	10	200	1	1	1	1	Emper
11. 1. 2000	11	200	1	1	1	1	Emper
12. 1. 2000	12	200	3	2	1	1	Queen
13. 1. 2000	13	200	3	2	1	1	Princess
14. 1. 2000	14	200	1	1	1	1	Emper

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NAME	NUMBER	NAME	NAME	NAME
Mr. A.	1	Mr. B.	Mr. C.	Mr. D.
B.	2	C.	D.	E.
C.	3	D.	E.	F.
D.	4	E.	F.	G.
E.	5	F.	G.	H.
F.	6	G.	H.	I.
G.	7	H.	I.	J.
H.	8	I.	J.	K.
I.	9	J.	K.	L.
J.	10	K.	L.	M.
K.	11	L.	M.	N.
L.	12	M.	N.	O.
M.	13	N.	O.	P.
N.	14	O.	P.	Q.
O.	15	P.	Q.	R.
P.	16	Q.	R.	S.
Q.	17	R.	S.	T.
R.	18	S.	T.	U.
S.	19	T.	U.	V.
T.	20	U.	V.	W.
U.	21	V.	W.	X.
V.	22	W.	X.	Y.
W.	23	X.	Y.	Z.
Z.	24	Y.	Z.	A.
A.	25	Z.	A.	B.
B.	26	A.	B.	C.
C.	27	B.	C.	D.
D.	28	C.	D.	E.
E.	29	D.	E.	F.
F.	30	E.	F.	G.
G.	31	F.	G.	H.
H.	32	G.	H.	I.
I.	33	H.	I.	J.
J.	34	I.	J.	K.
K.	35	J.	K.	L.
L.	36	K.	L.	M.
M.	37	L.	M.	N.
N.	38	M.	N.	O.
O.	39	N.	O.	P.
P.	40	O.	P.	Q.
Q.	41	P.	Q.	R.
R.	42	Q.	R.	S.
S.	43	R.	S.	T.
T.	44	S.	T.	U.
U.	45	T.	U.	V.
V.	46	U.	V.	W.
W.	47	V.	W.	X.
X.	48	W.	X.	Y.
Y.	49	X.	Y.	Z.
Z.	50	Y.	Z.	A.
A.	51	Z.	A.	B.
B.	52	A.	B.	C.
C.	53	B.	C.	D.
D.	54	C.	D.	E.
E.	55	D.	E.	F.
F.	56	E.	F.	G.
G.	57	F.	G.	H.
H.	58	G.	H.	I.
I.	59	H.	I.	J.
J.	60	I.	J.	K.
K.	61	J.	K.	L.
L.	62	K.	L.	M.
M.	63	L.	M.	N.
N.	64	M.	N.	O.
O.	65	N.	O.	P.
P.	66	O.	P.	Q.
Q.	67	P.	Q.	R.
R.	68	Q.	R.	S.
S.	69	R.	S.	T.
T.	70	S.	T.	U.
U.	71	T.	U.	V.
V.	72	U.	V.	W.
W.	73	V.	W.	X.
X.	74	W.	X.	Y.
Y.	75	X.	Y.	Z.
Z.	76	Y.	Z.	A.
A.	77	Z.	A.	B.
B.	78	A.	B.	C.
C.	79	B.	C.	D.
D.	80	C.	D.	E.
E.	81	D.	E.	F.
F.	82	E.	F.	G.
G.	83	F.	G.	H.
H.	84	G.	H.	I.
I.	85	H.	I.	J.
J.	86	I.	J.	K.
K.	87	J.	K.	L.
L.	88	K.	L.	M.
M.	89	L.	M.	N.
N.	90	M.	N.	O.
O.	91	N.	O.	P.
P.	92	O.	P.	Q.
Q.	93	P.	Q.	R.
R.	94	Q.	R.	S.
S.	95	R.	S.	T.
T.	96	S.	T.	U.
U.	97	T.	U.	V.
V.	98	U.	V.	W.
W.	99	V.	W.	X.
X.	100	W.	X.	Y.

(SFI) SAN FRANCISCO

318 - 1970

Номер	НМС	ФА	НД	МПМ
20-10-1	п	3,94	0,00	0,00
20-10-2	п	2,2	0,00	0,00
20-10-3	п	3,43	0,00	0,00
20-10-4	п	3,73	0,00	0,00
20-10-5	п	3,77	0,00	0,00
20-10-6	п	3,18	0,00	0,00
20-10-7	п	3,76	0,00	0,00
20-10-8	п	3,68	0,00	0,00
20-10-9	п	3,46	0,00	0,00
20-10-10	п	3,99	0,00	0,00

Nintendo

ENTERTAINMENT SYSTEM

(TO) TORONTO

NATTEG		MAX	AVG	HIT	EPT	POZ	NAME
Louis	1	9.1	1	10	1	1	Louis
Gunter	2	7.0	15	5	1	1	Gunter
Be	3	2.7	18	8	6	6	Be
Maz	4	9.3	不	7	7	7	Maz?
Walt	5	2.2	11	6	—	—	Walt
Fritz	6	9.3	—	11	3	3	Fritz
Franz	7	2.7	11	12	—	—	Franz
Mario	8	2.9	11	12	3	3	Mario
Wol	9	2.2	6	4	9	9	Wol
Lee	10	2.7	3	2	—	—	Lee
Bernd	11	2.7	3	2	2	2	Bernd
Mazas	12	3.0	3	3	—	—	Mazas
Uwe	13	2.9	3	3	3	3	Uwe
Ron	14	2.7	3	3	—	—	Ron

(TX) TEXAS

NAME	WIND	AUG	SEP	OCT	NOV	DEC	JAN
Dave	S	28	3	7	2	45	
Helen	R	30	11	4	3	33.5	
Patricia	I	18	10	4	3	22.5	
John	S	30	29	8	3	20.5	
Mark	R	29	21	7	3	19.5	
Liz	R	27	19	5	3	18.5	
Alphonzo	I	27	8	6	-	17.5	
Bob	I	30.4	4	5	-	17.5	
Maryann	I	27	4	6	-	16.5	Maryann
John	R	27	1	6	-	16.5	John
Carol	R	28	3	6	1	16.5	Carol
Barbara	I	26	1	6	3	16.5	Barbara
John	I	16	2	6	3	16.5	John
George	I	15	1	6	3	16.5	George

NAME	SEX	AGE	F.I. NAME
Seth	M	22	John
Kay	L	32	Karen
Erica	L	22	Christina
Freddie	L	18	Frederick
Bethany	R	12	Beth
Olivia	L	70	Olivia
Abby	R	32	Abigail
Charlotte	R	35	Charlotte
Wendy	R	17	Wendy
Carly	L	62	Caroline

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NAME	ADDRESS	TELE	TYPE	EXPIRE DATE
John	123 Main St.	555-1234	Resident	2023-06-30
Jane	456 Elm St.	555-2345	Resident	2023-07-31
Bob	789 Oak St.	555-3456	Resident	2023-08-31
Susan	101 Pine St.	555-4567	Resident	2023-09-30
Mike	121 Cedar St.	555-5678	Resident	2023-10-31
Emily	141 Birch St.	555-6789	Resident	2023-11-30
David	161 Holly St.	555-7890	Resident	2023-12-31
Sarah	181 Maple St.	555-8901	Resident	2024-01-31
Tom	201 Chestnut St.	555-9012	Resident	2024-02-28
Anna	221 Spruce St.	555-0123	Resident	2024-03-31
Kevin	241 Willow St.	555-1234	Resident	2024-04-30
Mia	261 Birchwood St.	555-2345	Resident	2024-05-31
Lucas	281 Elmwood St.	555-3456	Resident	2024-06-30

Nintendo ENTERTAINMENT SYSTEM

(NA) NATIONAL ALL STARS

BATTERS

PLAYER ABBR.	HAND	AVG	HR	SPD	POS	FULL NAME
Smith	S	.273	2	13	1	Smith
Gwynn	L	.336	4	16	0	Gwynn
Clark	L	.333	23	8	1	Clark
Mitchell	R	.291	47	6	0	Mitchell
E Davis	R	.281	34	12	0	E. Davis
Johnson	S	.287	36	5	1	Johnson
Sundberg	R	.290	30	10	1	Sundberg
Santiago	R	.236	16	9	C	Santiago
Guerrero	R	.311	17	4	1	Guerrero
Bonilla	S	.281	24	8	1	Bonilla
G Davis	R	.269	34	6	1	G. Davis
V Hayes	L	.259	26	13	0	V. Hayes
Pena	R	.259	4	6	C	Pena
Dawson	R	.252	21	7	0	Dawson

PITCHERS

PLAYER ABBR.	HAND	ERA	FULL NAME
Smoltz	R	2.94	Smoltz
Sutcliffe	R	3.66	Sutcliffe
Reuschel	R	2.94	Reuschel
Hershiser	R	2.31	Hershiser
Williams	L	2.76	Williams
Franco	L	3.12	Franco
Howell	R	1.58	Howell
Landrum	R	1.67	Landrum
M Davis	L	1.85	M. Davis
Burke	R	2.55	Burke

(AM) AMERICAN ALL STARS

BATTERS

PLAYER ABBR.	HAND	AVG	HR	SPD	POS	FULL NAME
Jackson	R	.256	32	13	0	Jackson
Boggs	R	.330	3	6	1	Boggs
Puckett	R	.339	9	9	0	Puckett
Sierra	S	.306	29	8	0	Sierra
Franco	R	.316	13	12	1	Franco
C Ripken	R	.257	21	5	1	C. Ripken
McGwire	R	.231	33	5	1	McGwire
Steinbich	R	.273	7	4	C	Steinbich
Baines	L	.309	16	4	0	Baines
Sax	R	.315	5	16	1	Sax
Mattingly	L	.303	23	6	1	Mattingly
Tettleton	S	.258	26	6	C	Tettleton
Leonard	R	.254	24	6	0	Leonard
Gaetti	R	.251	19	8	1	Gaetti

PITCHERS

PLAYER ABBR.	HAND	ERA	FULL NAME
Swindell	L	3.37	Swindell
Ryan	R	3.20	Ryan
Finley	L	2.57	Finley
Gubicza	R	3.04	Gubicza
Stewart	R	3.32	Stewart
Moore	R	2.61	Moore
Henneman	R	3.70	Henneman
D Jones	R	2.34	D. Jones
Piesac	L	2.35	Piesac
Russell	R	1.98	Russell

Nintendo

ENTERTAINMENT SYSTEM

(NY) NEW YORK (AMERICAN)

BATTERS

PLAYER ABBR.	HAND	AVG	HR	SPD	POS	FULL NAME
Sax	R	.315	5	16	I	Sax
Kelly	R	.302	9	14	O	Kelly
Banfield	R	.234	23	7	O	Banfield
Mattingly	L	.303	23	6	I	Mattingly
Polonia	L	.300	3	12	O	Polonia
Espinosa	R	.282	0	6	I	Espinosa
Hall	R	.260	17	4	O	Hall
Slaught	R	.251	5	5	C	Slaught
Balboni	R	.237	17	5	I	Balboni
Velarde	R	.340	2	6	I	Velarde
Geren	R	.288	9	5	C	Geren
Brookens	R	.226	4	6	I	Brookens
Pagliarulo	L	.197	4	5	I	Pagliarulo
Tolleson	R	.164	1	7	O	Tolleson

PITCHERS

PLAYER ABBR.	HAND	ERA	FULL NAME
Hawkins	R	4.80	Hawkins
Cary	R	3.26	Cary
Parker	R	3.68	Parker
Lapoint	L	5.62	Lapoint
Plunk	R	3.28	Plunk
Guetterman	L	2.45	Guetterman
Cadaret	R	4.05	Cadaret
Terrell	R	4.01	Terrell
McCullers	R	4.57	McCullers
Righetti	L	3.00	Righetti

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Nintendo

ENTERTAINMENT SYSTEM

TENGEN 90-DAY LIMITED WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TENGEN BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence to: TENGEN Inc.
Warranty Department
P.O. Box 360782
Milpitas, CA 95035-0782

Nintendo

ENTERTAINMENT SYSTEM

TENGEN

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Milpitas, CA 95035
U.S.A.

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